PAC-MAN™

PAC-MAN ARRANGEMENT™

Galaga™

Galaga ARRANGEMENT™

DigDug™

DigDug ARRANGEMENT™

POLE POSITION™

POLE POSITION II™

MS. PAC-MAN™

Galaxian™

PAC-MAN ARRANGEMENT™

POLE POSITION II™

NAMCO MUSEUM™

DigDug ARRANGEMENT™

Galaga ARRANGEMENT™

namco®

INSTRUCTION BOOKLET

NINTENDO GAMECUBE™

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.

L Button   R Button

Control Stick   C Stick

THIS GAME SUPPORTS GAME PLAY USING ONE PLAYER AND CONTROLLER.

1 Player

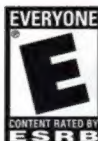THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

Memory Card
Uses **2** Blocks

THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH TWO PLAYERS AND CONTROLLERS.

2 Player
Simultaneous

THIS GAME SUPPORTS ALTERNATING GAME PLAY WITH TWO PLAYERS AND CONTROLLERS.

2 Player
Alternating

CONTENTS

STARTING UP

Set up your Nintendo GameCube™ system according to the instructions in the instruction booklet. Make sure the POWER Button is turned on. When the power indicator lights up, press the OPEN Button and the Disc Cover will open. Place the *NAMCOMUSEUM™* Game Disc on the disc tray with the label facing up. Manually close the Disc Cover and the game will begin to load.

MEMORY CARDS

Insert a Nintendo GameCube™ Memory Card into Memory Card Slot A, to load a saved game or create a new *NAMCOMUSEUM™* game file.

MEMORY CARD CHECK

Before starting *NAMCOMUSEUM™*, a Nintendo GameCube™ Memory Card check will occur. If there is no saved *NAMCOMUSEUM™* data on the Nintendo GameCube™ Memory Card, then a new save file needs to be created manually. If *NAMCOMUSEUM™* game data already exists on the Nintendo GameCube™ Memory Card, the saved game will need to be loaded manually.

Please refer to the Nintendo GameCube™ instruction booklet (pages 18-20) for directions on how to format and erase Memory Card files.
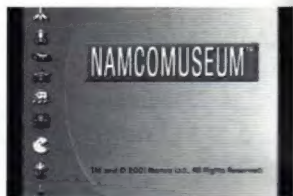
GAME CONTROLS

L Button
R Button
Z Button
Control Stick
Y Button
X Button
A Button
B Button
START / PAUSE
+Control Pad
C Stick

GETTING STARTED

TITLE SCREEN

Stays on until the A Button or
START/PAUSE is pressed. When pressed,
you are taken to the Main Menu.

MAIN MENU

Controls on the Main Menu:

• The player can highlight a game by pressing the +Control Pad
or Control Stick left, right, up or down. The games are listed in
the following order:

1. **Pac-Man**

2. **Pac-Man Arrangement**

3. **Galaga**

4. **Galaga Arrangement**

5. **Dig Dug**

6. **Dig Dug Arrangement**

7. **Pole Position**

8. **Pole Position II**

9. **Ms. Pac-Man**

10. **Galaxian**

11. **Pac-Attack (Locked)**

12. **Pac-Mania (Locked)**

• Pressing the A Button selects the game.

• Pressing START/PAUSE displays the Main Menu Options.

MAIN MENU OPTIONS

Volume: Press the +Control Pad or
Control Stick right/left to adjust the
music and sound effects volume.

Start Up Mode: Determines whether
the test patterns from the original
arcade machine are displayed.

Rumble Feature: Press the +Control Pad or Control Stick right/left to
turn on or off the Rumble Feature.

Restore Initial Settings: Restores all Main Menu Options and each
game's Settings to their default setting.

Credits: Select this to view the credits. Press the +Control Pad or
Control Stick up/down to speed up the scroll. Press the A or B Button
or START/PAUSE to return to the Main Menu.

Load High Scores / Options: Select this to load High Scores and
Options from your Nintendo GameCube™ Memory Card. Insert a
Nintendo GameCube™ Memory Card in Memory Card Slot A.

Save High Scores / Options: Select this to save High Scores and
Options to your Nintendo GameCube™ Memory Card. Insert a Nintendo
GameCube™ Memory Card in Memory Card Slot A.

Done: Select this to return to the Main Menu.
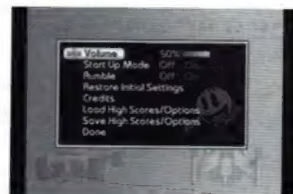
PAC-MAN™

How to Play the Game: The purpose of the game is to eat all the Pac-Dots from each maze while avoiding the attacks of the four ghosts. When all the Pac-Dots are eaten up, Pac-Man can proceed to the next round.

Rules:
- If you touch a ghost, Pac-Man will lose one life.
- The game is over when all lives are lost.
- An extra life is awarded by scoring 10,000 points. (This value is on the Settings Screen and can be changed with the Bonus Option.)

Power Pellets: Chomp down on a Power Pellet and Pac-Man will have the power to eat ghosts. When a Power Pellet is eaten, the ghosts change to a dark blue color for a short time. The ghosts start flashing before they turn back to their normal color, so watch out! After a ghost has been eaten, its eyes return to the Ghost Home, then the ghost is regenerated. The more ghosts Pac-Man eats in succession, the more points they are worth.

Fruit: Fruit appears twice in each maze. Munch these for bonus points. The more mazes you complete, the more the fruit is worth.

Warp Tunnels: Go through these tunnels and Pac-Man will appear out on the other side of the maze. Use them to slow down a ghost that's hot on your tail.

How to use the Controller:
Start 1 Player Game: Press the A Button.
Start 2 Player Game: Press the B Button.
Insert Credits: Press the Y Button.
Options: Press START/PAUSE.
- **Continue:** This will return you to game play.
- **Settings:** This screen allows you to change the following settings:
    Lives - Choose to start with 1, 2, 3 or 5 lives.

Bonus - Set the point value that must be reached to earn an extra life.
1. 10,000 points
2. 15,000 points
3. 20,000 points
4. None

Volume - Press the +Control Pad or Control Stick right/left to adjust the music and sound effects volume.

Done - Select this to return to the Options Window.

- **Tips:** This option opens up a list of tips for Pac-Man. You can scroll through by pressing the +Control Pad or Control Stick right/left. This option can be exited by pressing the B Button at any time or by highlighting Done and pressing the A Button.

- **Screen Size:** This allows you to select the size of the game window: Normal, Medium or Small. This is to compensate for some televisions that display text beyond the viewable screen boundaries.

- **Return To Main Menu:** Returns you to the Main Menu.

Arcade Controls:
- During game play, the +Control Pad or Control Stick controls the movements of Pac-Man.

- To Pause during the game, press START/PAUSE. This will bring up the Pause Options with the following choices:

Continue	This will return you to game play.
Quit Game	This will return you to the Pac-Man Title Screen.
Volume	Press the +Control Pad or Control Stick right/left to adjust the music and sound effects volume.
Screen Size	This allows you to select the size of the game window: Normal, Medium or Small.
Return To Main Menu	Returns you to the Main Menu.

PAC-MAN ARRANGEMENT™

How to Play the Game: The purpose of the game is to have Pac-Man chomp all the Pac-Dots from each maze while avoiding the attacks of the ghosts. When all the Pac-Dots are eaten up, Pac-Man proceeds to the next round. Defeat the Final Boss and you win the game.

Rules:

- If you touch a ghost, Pac-Man will lose one life.
- The game is over when all lives are lost.
- An extra life is awarded by scoring 40,000 points. (This value is on the Settings Screen and can be changed with the Bonus Option.)

Power Pellets: Chomp down on a Power Pellet and Pac-Man will have the power to eat ghosts. When a Power Pellet is eaten, the ghosts change to a dark blue color for a short time. The ghosts start flashing before they turn back to their normal color, so watch out! After a ghost has been eaten, its eyes return to the Ghost Home, then the ghost is regenerated. The more ghosts Pac-Man eats in succession, the more points they are worth.

Fruit: Fruit appears twice in each maze. Munch these for bonus points. The more mazes you complete, the more the fruit is worth.

Warp Tunnels: Go through these tunnels and Pac-Man appears on the other side of the maze. Use them to slow down a ghost that's hot on your tail.

Pac-Dash Arrows: Gobble up one of these arrows and Pac-Man gets a huge burst of speed in the direction indicated. He'll quickly gobble up any vulnerable blue ghosts he runs into. If the ghosts aren't vulnerable, he'll stun them.

Warp Gate: Go through a gate and Pac-Man is shot to the opposite gate of the same color. These gates can also be used for quick getaways.

Large Ghosts: The large ghosts were given special abilities to catch Pac-Man, so watch out! Some large ghosts can rush like a bull, jump across the maze like a rabbit or even be in two places at the same time.

Power Ups: These items can be used to help Pac-Man advance to the next maze.

Brown Sack	Holds the ghosts for a short period of time.
Magic Wand	Turns all the ghosts into presents.
Pink Power Up	Traps ghosts in a brown sack for a short time.
Blue Power Up	Allows Pac-Man to be in two places at the same time.
Red Power Up	Gives Pac-Man a speed boost.
Orange Power Up	Can be eaten for extra points.

How to use the Controller:

Start 1 Player Game: Press the A Button.
Start 2 Player Game: Press the B Button.
Options: Press START/PAUSE.

- **Continue:** This will return you to game play.
- **Settings:** This screen allows you to change the following settings:

  Difficulty - Choose to play the game on: Easy, Normal, Hard, Very Hard or Ultra Hard.

  Lives - Choose to start with 2, 3, 4, 5 or 6 lives.

  Bonus - Set the point value that must be reached to earn an extra life.
  1. 40,000 points and 100,000 points
  2. 40,000 points only
  3. None

  Volume - Press the +Control Pad or Control Stick right/left to adjust the music and sound effects volume.

  Done - Select this to return to the Options Window.

- **Tips:** This option opens up a list of tips for Pac-Man Arrangement. You can scroll through by pressing the +Control Pad or Control Stick right/left. This option can be exited by pressing the B Button at any time or by highlighting Done and pressing the A Button.

- **Screen Size:** This allows you to select the size of the game window: Normal, Medium or Small. This is to compensate for some televisions that display text beyond the viewable screen boundaries.

- **Return To Main Menu:** Returns you to the Main Menu.

Arcade Controls:

- During game play, the +Control Pad or Control Stick controls the movements of Pac-Man.
- To Pause during the game, press START/PAUSE. This will bring up the Pause Options with the following choices:

Continue	. . . . .This will return you to game play.
Quit Game	. . . . This will return you to the Pac-Man Arrangement Title Screen.
Volume	. . . . Press the +Control Pad or Control Stick right/left to adjust the music and sound effects volume.
Screen Size	. . . . .This allows you to select the size of the game window: Normal, Medium or Small.
Return To Main Menu	. . .Returns you to the Main Menu.

How to Play the Game: When the game is started, the Galaga alien formation appears and assembles in the upper part of the screen. Soon after that, they start attacking. Your star fighter is operated by moving to the left or right. When Galaga troops come flying down to attack, you can defeat them with your missiles. When all the enemies have been defeated, you can proceed to the next round.

Rules:

- You lose one star fighter when you are hit with an enemy's missile or when you touch the enemy.

- The game is over when all lives are lost.

- If your Lives setting is set to 2, 3, 4, or 5, one star fighter is awarded when you score 20,000 points, 70,000 points and for every 70,000 points after that. If you set your lives to 5, the first bonus fighter is awarded at 30,000 points and every 120,000 points after that.

- It is possible to change Lives and Bonuses separately.

Let's fight with a Dual Fighter!

- When two fighters are combined into one unit, your fighter has double the firepower. This fighter is called a Dual Fighter. Let's start a major attack!

First, let Boss Galaga capture your fighter with his tractor beam.

A fighter has been captured and Boss Galaga is flying at you. Take your aim and fire!

A fighter rescue mission was successfully completed. A single fighter has changed into a Dual Fighter!

Hints:

- If you shoot a captured fighter, the fighter will be destroyed. Be very careful and aim only at Boss Galaga!

- Be careful if there are no more fighters left and you are surrounded by a tractor beam; the game ends if your last fighter is captured.

- Attack Boss Galaga while he is flying! When a Boss Galaga with a captured fighter is attacked in formation, the captured fighter becomes your enemy!

Your Chance to Win Big Points in the Challenging Stage!

The first challenging stage occurs on the third stage and on every fourth stage after that. Various types of Galagas will be flying in dancing formations. Since you can only obtain bonus points for the number of enemies that are defeated, you should shoot down as many as possible. Shoot down all enemies to get a perfect bonus.

How to use the Controller:

Start 1 Player Game: Press the A Button.
Start 2 Player Game: Press the B Button.
Insert Credits: Press the Y Button.
Options: Press START/PAUSE.

- **Continue:** This will return you to game play.

- **Settings:** This screen allows you to change the following settings:

> **Lives** - Choose to start with 2, 3, 4 or 5 lives.
>
> **Bonus** - Set the point value that must be reached to earn an extra life.
>
> 1. 20,000 points and 60,000 points.
> 2. 20,000 points and 70,000 points.
> 3. 20,000 points and 80,000 points.
> 4. 30,000 points and 80,000 points.
> 5. 30,000 points and 100,000 points.
> 6. 30,000 points and 120,000 points.
> 7. None
>
> *These values change if the Lives Setting is 5.
>
> **Volume** - Press the +Control Pad or Control Stick right/left to adjust the music and sound effects volume.
>
> **Done** - Select this to return to the Options Window.

- **Tips:** This option opens up a list of tips for Galaga. You can scroll through by pressing the +Control Pad or Control Stick right/left. This option can be exited by pressing the B Button at any time or by highlighting Done and pressing the A Button.

- **Screen Size:** This allows you to select the size of the game window: Normal, Medium or Small. This is to compensate for some televisions that display text beyond the viewable screen boundaries.

- **Return To Main Menu:** Returns you to the Main Menu.

Arcade Controls:

- During game play, the +Control Pad or Control Stick controls the horizontal motion of the user's ship.

- The A, L and R Buttons cause the player's ship to fire.

- To Pause during the game, press START/PAUSE. This will bring up the Pause Options where you have the following choices:

Continue	This will return you to game play.
Quit Game	This will return you to the Galaga Title Screen.
Volume	Press the +Control Pad or Control Stick right/left to adjust the music and sound effects volume.
Screen Size	This allows you to select the size of the game window: Normal, Medium or Small.
Return To Main Menu . . .	Returns you to the Main Menu.

How to Play the Game: When the game is started, the Galaga alien formation appears and assembles in the upper part of the screen. Soon after that, they start attacking. Your star fighter is operated by moving to the left or right. When Galaga troops come flying down to attack, you can defeat them with your missiles. When all the enemies have been defeated, you can proceed to the next round.

Rules:

- You lose one star fighter when you are hit with an enemy's missile or when you touch the enemy.

- The game is over when all lives are lost.

- One star fighter is awarded when you score 50,000 points.

- It is possible to change Lives and Bonuses separately.

Let's Power Up the Fighter!

- When two fighters are combined into one unit, your unit has double the firepower. Depending on which Boss Galaga captures your ship, you will receive a different weapon. There are three different power-ups to obtain. Let's start a major attack!
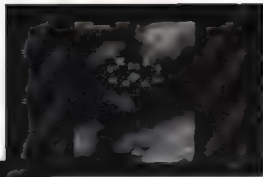
First, let the Boss Galaga capture your fighter with his tractor beam. Each Boss has a different color tractor beam - so you can pick the one you want to use.
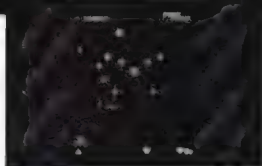
Wide Beam

Fast Shot

Ricochet Shot

A fighter has been captured and Boss Galaga is flying at you. Take your aim and fire!

A fighter rescue mission was successfully completed. A single fighter has changed into a powered-up fighter!

Hints:

- If you shoot a captured fighter, the fighter will be destroyed. Be very careful and aim only at Boss Galaga!

- Be careful if there are no more fighters left and you are surrounded by a tractor beam; the game ends if your last fighter is captured.

- You can attack a Boss Galaga while he's still in formation with a captured fighter to free the fighter. This is possible in Galaga Arrangement but not Galaga.

Your Chance to Win Big Points in the Challenging Stage!

Various types of Galagas will be flying in dancing formations. Since you can only obtain bonus points for the number of enemies that are defeated, you should shoot down as many as possible. Shoot down all enemies to get a perfect bonus.

How to use the Controller:
Start 1 Player Game: Press the A Button.
Start 2 Player Game: Press the B Button.
Options: Press START/PAUSE.

- **Continue:** This will return you to game play.
- **Settings:** This screen allows you to change the following settings:

> **Difficulty** - Choose to play the game on: Easy, Normal, or Hard.
> **Lives** - Choose to start with 2, 3, 4 or 5 lives.
> **Bonus** - Set the point value that must be reached to earn an extra life.
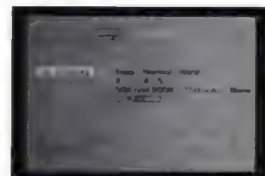> 1. 50,000 and 200,000 points.
> 2. 50,000 points only.
> 3. None
> **Volume** - Press the +Control Pad or Control Stick right/left to adjust the music and sound effects volume.
> **Done** - Select this to return to the Options Window.

- **Tips:** This option opens up a list of tips for Galaga Arrangement. You can scroll through by pressing the +Control Pad or Control Stick right/left. This option can be exited by pressing the B Button at any time or by highlighting Done and pressing the A Button.

- **Screen Size:** This allows you to select the size of the game window: Normal, Medium or Small. This is to compensate for some televisions that display text beyond the viewable screen boundaries.

- **Return To Main Menu:** Returns you to the Main Menu.

Arcade Controls:

- During game play, the +Control Pad or Control Stick controls the horizontal motion of the user's ship.

- The A, B, R, and L Buttons cause the player's ship to fire.

- To Pause during the game, press START/PAUSE. This will bring up the Pause Options where you have the following choices:

Continue	This will return you to game play.
Quit Game	This will return you to the Galaga Arrangement Title Screen.
Volume	Press the +Control Pad or Control Stick right/left to adjust the music and sound effects volume.
Screen Size	This allows you to select the size of the game window: Normal, Medium or Small.
Return To Main Menu	Returns you to the Main Menu.

How to Play the Game: Move Dig Dug and dig up the ground layers. Then use your pump to pop and eliminate the enemies or crush them with rocks, while avoiding their attacks.

Rules:

- You lose a life if you are caught by the enemies, touch Fygar's fire or get crushed by a rock.

- The game is over when all the lives are lost.

- An extra life is awarded when scoring 20,000 points and 60,000 points. (This value is on the Settings Screen and can be changed with the Bonus Option).

- The Continue Screen appears when the game is over. You can continue playing the game by pressing the A Button before the countdown reaches zero.
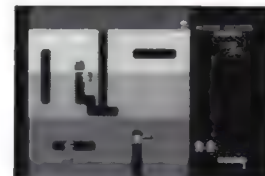
Vegetables: A vegetable appears if you drop two rocks during each round. The more stages you clear, the more the vegetables are worth.
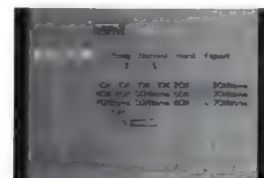
How to use the Controller:
Start 1 Player Game: Press the A Button.
Start 2 Player Game: Press the B Button.
Insert Credits: Press the Y Button.
Options: Press START/PAUSE.

- **Continue:** This will return you to game play.
- **Settings:** This screen allows you to change the following settings:

Difficulty - Choose to play the game on: Easy, Normal, Hard or Expert.

Lives - Choose to start with 1, 2, 3 or 5 lives.

Bonus - Set the point value that must be reached to earn an extra life.

1. 10,000 points, 40,000 points and then every 40,000 points after.
2. 10,000 points, 40,000 points.
3. 10,000 points, 50,000 points and then every 50,000 points after.
4. 10,000 points.
5. 20,000 points, 60,000 points and then every 60,000 points after.
6. 20,000 points, 60,000 points.
7. 20,000 points, 70,000 points and then every 70,000 points after.
8. None

*These values change if the Lives Setting is 5.

Screen Scroll - This option sets the screen to scroll up and down as Dig Dug moves when set to On or it forces the screen to remain stationary when set to Off.

Volume - Press the +Control Pad or Control Stick right/left to adjust the music and sound effects volume.

Done - Select this to return to the Options Window.

• **Tips:** This option opens up a list of tips for Dig Dug. You can scroll through by pressing the +Control Pad or Control Stick right/left. This option can be exited by pressing the B Button at any time or by highlighting Done and pressing the A Button.

• **Screen Size:** This allows you to select the size of the game window: Normal, Medium or Small. This is to compensate for some televisions that display text beyond the viewable screen boundaries.

• **Return To Main Menu:** Returns you to the Main Menu.

Arcade Controls:

• During game play, the +Control Pad or Control Stick controls Dig Dug's movement.

• The A, L and R Buttons cause Dig Dug to shoot his pump. After hitting an enemy, press three more times to cause the enemy to inflate and explode.

• To Pause during the game, press START/PAUSE. This will bring up the Pause Options where you have the following choices:

Continue . . . . .This will return you to game play.

Quit Game . . . . This will return you to the Dig Dug Title Screen.

Volume . . . . Press the +Control Pad or Control Stick right/left to adjust the music and sound effects volume.

Screen Size . . . . .This allows you to select the size of the game window: Normal, Medium or Small.

Return To Main Menu . . .Returns you to the Main Menu.

TM

How to Play the Game: Move Dig Dug and dig up the ground layers. Then use your pump to pop and eliminate the enemies or crush them with rocks, while avoiding their attacks.

Rules:

- You lose a life if you are caught by the enemies, touch Fygar's fire, get hit by a fireball, get crushed by a rock or get popped.

- The game is over when all the lives are lost.

- An extra life is awarded when scoring 50,000 points. (This value is on the Settings Screen and can be changed with the Bonus Option).

- The Continue Screen appears when the game is over. You can continue playing the game by pressing the A Button before the countdown reaches zero.

Vegetables: A vegetable appears if you drop two rocks during each round. The more stages you clear, the more the vegetables are worth.

New Characters!
This little guy has a spike on his head that he uses to attack you with a charge move. Try to take him out from above or below.

Watch out for this one. He will explode when he is popped and destroy an area around him. If you pump him, you can use him to take out the bad guys as well.

He seems to have the same abilities as you! He can even pump you up! He may resist being pumped, so be sure you act quickly! Watch out for the rocks he may drop!

This fellow has fireballs that will melt ice and destroy portions of the environment. Don't get too close and hide - he may get you!

Silly aliens more interested in sleeping than attacking. Be careful, they may awaken when you least expect it!

Boss Fight!
You will have to overcome several large Bosses to beat the game. You will encounter the Boss Pooka and the Boss Fygar! These bosses are too large to inflate by yourself. Use the enemies on screen to help defeat them!

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How to use the Controller:

Start 1 Player Game: Press the A Button.

Start 2 Player Game: Press the B Button.

Options: Press START/PAUSE.

- **Continue:** This will return you to game play.
- **Settings:** This screen allows you to change the following settings:

    Difficulty - Choose to play the game on: Easy, Normal, or Hard.

    Lives - Choose to start with 2, 3, 4 or 5 lives.
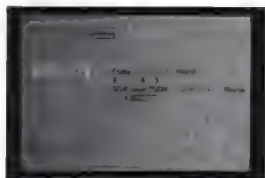
    Bonus - Set the point value that must be reached to earn an extra life.

    1. 50,000 and 150,000 points.

    2. 50,000 points only.

    3. None

    Volume - Press the +Control Pad or Control Stick right/left to adjust the music and sound effects volume.

    Done - Select this to return to the Options Window.

- **Tips:** This option opens up a list of tips for Dig Dug. You can scroll through by pressing the +Control Pad or Control Stick right/left. This option can be exited by pressing the B Button at any time or by highlighting Done and pressing the A Button.

- **Screen Size:** This allows you to select the size of the game window: Normal, Medium or Small. This is to compensate for some televisions that display text beyond the viewable screen boundaries.

- **Return To Main Menu:** Returns you to the Main Menu.

Arcade Controls:

- During game play, the +Control Pad or Control Stick controls Dig Dug's movement.

- The A, L and R Buttons cause Dig Dug to shoot his pump. After hitting an enemy, press three more times to cause the enemy to inflate and explode.

- To Pause during the game, press START/PAUSE. This will bring up the Pause Options where you have the following choices:

    Continue . . . . This will return you to game play.

    Quit Game . . . . This will return you to the Dig Dug Arrangement Title Screen.

    Volume . . . . Press the +Control Pad or Control Stick right/left to adjust the music and sound effects volume.

    Screen Size . . . . This allows you to select the size of the game window: Normal, Medium or Small.

    Return To Main Menu . . . . Returns you to the Main Menu.

POLE POSITION™

How to Play the Game: You control the car's steering, acceleration, braking and shifting of gears.

First, you must qualify for the main race by completing one lap with a fast lap time. If successful, you receive your starting position for the main race. If you take too long on the qualifying lap, you won't qualify for the main race.

When starting the main race, you begin from the position that you qualified. The race starts when the light turns green and you must successfully complete four laps to finish the race. As the race progresses, you should avoid crashing into other cars or obstacles on the sides of the racetrack. Also avoid driving over water puddles, since these slow you down.

You will receive additional race time for each lap that you complete by crossing the Start/Finish line. In the main race, if the time reaches zero before you cross the Start/Finish line, the game is over.
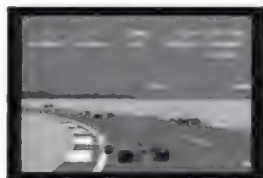
Hints:

- Shift into low gear, tap the brake or let off on the accelerator to slow down for sharp turns.

- When approaching traffic, try to drive between opposing cars by positioning your car in the center of the track. Beware of cars that change lanes!

How to use the Controller:
Start 1 Player Game: Press the A Button.
Insert Credits: Press the Y Button.
Options: Press START/PAUSE.

- **Continue:** This will return you to game play.
- **Settings:** This screen allows you to change the following settings:

Qualifying Difficulty - This option sets the Qualifying Difficulty of game play between a value of 1 (easy) to 8 (hard).
Qualify Time Limit - This option sets the Qualifying Time Limit for the race to 90, 100, 110 or 120.
Goal After Laps - Choose between 3 or 4 laps for the main race.
Extended Time - This option selects between the amount of extended time you can earn. If the Goal After Laps option is set to 3, the user can select from 102, 105, 108 and 111. If the Goal After Laps option is set to 4, you can select from 161, 165, 169 and 173.
Control Config - This selects the controller configuration. There are 8 to choose from.
Volume - Press the +Control Pad or Control Stick right/left to adjust the music and sound effects volume.
Done - Select this to return to the Options Window.

- **Tips:** This option opens up a list of tips for Pole Position. You can scroll through by pressing the +Control Pad or Control Stick right/left. This option can be exited by pressing the B Button at any time or by highlighting Done and pressing the A Button.

- **Screen Size:** This allows you to select the size of the game window: Normal, Medium or Small. This is to compensate for some televisions that display text beyond the viewable screen boundaries.

- **Return To Main Menu:** Returns you to the Main Menu.

Arcade Controls:

- During game play, the +Control Pad or Control Stick controls your car's steering left/right.

- Default Controller Configuration with a Nintendo GameCube™ Controller:
  - A Button - Accelerate
  - B Button - Apply Brake
  - R Button - Shift Up/Down

• To Pause during the game, press START/PAUSE. This will bring up the Pause Options where you will have the following choices:
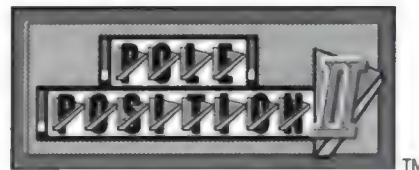
Continue	This will return you to game play.
Quit Game	This will return you to the Pole Positon Title Screen.
Volume	Press the +Control Pad or Control Stick right/left to adjust the music and sound effects volume.
Screen Size	This allows you to select the size of the game window: Normal, Medium or Small.
Return To Main Menu . . .	Returns you to the Main Menu.

TM

How to Play the Game: After starting a 1 Player game, press the +Control Pad or Control Stick left/right to choose one of four different race tracks, then press the A Button.

You control the car's steering, acceleration, braking and shifting of gears.

First, you must qualify for the main race (Grand Prix) by completing one lap with a fast lap time. If successful, when you cross the Start/Finish line after completing the lap, you will receive your starting position for the main race. If you take too long on the qualifying lap, you won't qualify for the main race.

When starting the main race, you will begin from the position that you qualified. You must successfully complete four laps to finish the race. As the race progresses, you should avoid crashing into other cars or obstacles on the sides of the racetrack. Also avoid driving over water puddles, since these slow you down.

You will receive additional race time for each lap that you complete by crossing the Start/Finish line. In the main race, if the time reaches zero before you cross the Start/Finish line, the game will be over.

Hint:

• If you drive over water puddles at 230 mph (370 km), you will have turbo charged power.

How to use the Controller:

Start 1 Player Game: Press the A Button.

Insert Credits: Press the Y Button.

Options: Press START/PAUSE.

- **Continue:** This will return you to game play.
- **Settings:** This screen allows you to change the following settings:

   Qualifying Difficulty - This option sets the Qualifying Difficulty of game play to Easy, Normal, Hard or Expert.

   Qualify Time Limit - This option sets the Qualifying Time Limit for the race to 90 or 120.

   Goal After Laps - Choose between 3, 4, 5 or 6 laps for the main race.

   Extended Time - This option sets the amount of extended time you can earn. You can choose between Easy, Normal, Hard or Expert. Easy gives you the most amount of time while Expert gives you the least.

   Speed - This sets the speed indicator to km or mph.

   Control Config - This selects the controller configuration. There are 8 to choose from.

   Volume - Press the +Control Pad or Control Stick right/left to adjust the music and sound effects volume.

   Done - Select this to return to the Options Window.

- **Tips:** This option opens up a list of tips for Pole Position II. You can scroll through by pressing the +Control Pad or Control Stick right/left. This option can be exited by pressing the B Button at any time or by highlighting Done and pressing the A Button.

- **Screen Size:** This allows you to select the size of the game window: Normal, Medium or Small. This is to compensate for some televisions that display text beyond the viewable screen boundaries.

- **Return To Main Menu:** Returns you to the Main Menu.

Arcade Controls:

- During game play, the +Control Pad or Control Stick controls your car's steering left/right.

- Default Controller Configuration with a Nintendo GameCube™ Controller:

   A Button - Accelerate
   B Button - Apply Brake
   R Button - Shift Up/Down

- To Pause during the game, press START/PAUSE. This will bring up the Pause Options where you have the following choices:

   Continue . . . . This will return you to game play.

   Quit Game . . . . This will return you to the Pole Positon II Title Screen.

   Volume . . . . Press the +Control Pad or Control Stick right/left to adjust the music and sound effects volume.

   Screen Size . . . . This allows you to select the size of the game window: Normal, Medium or Small.

   **Return To Main Menu** . . . Returns you to the Main Menu.

MS. PAC-MAN ™

How to Play the Game: The purpose of the game is to eat all the Pac-Dots from each maze while avoiding the attacks of the four ghosts. When all the Pac-Dots are eaten up you can proceed to the next round.

Rules:

- If you touch a ghost, Ms. Pac-Man will lose one life.
- The game is over when all the lives are lost.
- An extra life is awarded by scoring 10,000 points. (This value is on the Settings Screen and can be changed with the Bonus Option).
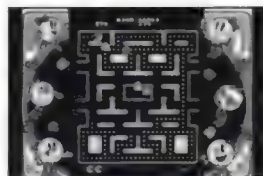
Power Pellets: Chomp down on a Power Pellet and Ms. Pac-Man will have the power to eat ghosts. When a Power Pellet is eaten, the ghosts change to a dark blue color for a short time. The ghosts will start flashing before they turn back to their normal color, so watch out! After a ghost has been eaten, its eyes return back to the Ghost Home, then the ghost will be regenerated. The more ghosts you eat in succession, the more points they are worth.

Fruit: Fruit appears twice in each maze. Munch these moving treats for bonus points. The more mazes you complete, the more the fruit is worth.

Warp Tunnels: Go through these tunnels and you'll appear on the other side of the maze. Use them to slow down a ghost that's hot on your tail.

How to use the Controller:
**Start 1 Player Game:** Press the A Button.
Start 2 Player Game: Press the B Button.
Insert Credits: Press the Y Button.
Options: Press START/PAUSE.

- **Continue:** This will return you to game play.
- **Settings:** This screen allows you to change the following settings:

Lives - Choose to start with 1, 2, 3 or 5 lives.
Bonus - Set the point value that must be reached to earn an extra life.
1. 10,000 points
2. 15,000 points
3. 20,000 points
4. None
Volume - Press the +Control Pad or Control Stick right/left to adjust the music and sound effects volume.
Done - Select this to return to the Options Window.

- **Tips:** This option opens up a list of tips for Ms. Pac-Man. You can scroll through by pressing the +Control Pad or Control Stick right/left. This option can be exited by pressing the B Button at any time or by highlighting Done and pressing the A Button.

- **Screen Size:** This allows you to select the size of the game window: Normal, Medium or Small. This is to compensate for some televisions that display text beyond the viewable screen boundaries.

- **Return To Main Menu:** Returns you to the Main Menu.

Arcade Controls:

- During game play, the +Control Pad or Control Stick controls the movements of Ms. Pac-Man.

- To Pause during the game, press START/PAUSE. This will bring up the Pause Options with the following choices:

Continue	This will return you to game play.
Quit Game	This will return you to the Ms. Pac-Man Title Screen.
Volume	Press the +Control Pad or Control Stick right/left to adjust the music and sound effects volume.
Screen Size	This allows you to select the size of the game window: Normal, Medium or Small.
Return To Main Menu	Returns you to the Main Menu.

Galaxian™

How to Play the Game: The formations attack you one after another when the game starts. Your mission is to eliminate all the enemies to proceed to the next stage.

Rules:
- You lose one star fighter when you are hit with an enemy's missile or when you touch the enemy.

- The game is over when all lives are lost.

- One star fighter is awarded by scoring 5,000 points. (This value is on the Settings Screen and can be changed with the Bonus Option).

Hints:
- Eliminate the escorts! – Destroying the boss with one escort is worth 200 points; with two escorts it's 300 points. Eliminate both escorts first and then the boss to get 800 points.

- If you take too long to destroy the formation, or if there are only a few enemies left, they will start attacking very aggressively. Eliminate the enemies quickly!

How to use the Controller:
Start 1 Player Game: Press the A Button.
Start 2 Player Game: Press the B Button.
Insert Credits: Press the Y Button.
Options: Press START/PAUSE.
- **Continue:** This will return you to game play.
- **Settings:** This screen allows you to change the following settings:
  - Lives - Choose to start with 3 or 5 lives.
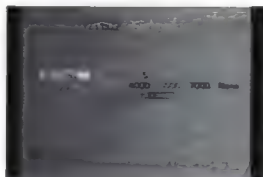
Bonus - Set the point value that must be reached to earn an extra life.
1. 4,000 points
2. 5,000 points
3. 7,000 points
4. None
Volume - Press the +Control Pad or Control Stick right/left to adjust the music and sound effects volume.
Done - Select this to return to the Options Window.

- **Tips:** This option opens a list of tips for Galaxian. You can scroll through by pressing the +Control Pad or Control Stick right/left. This option can be exited by pressing the B Button at any time or by highlighting Done and pressing the A Button.

- **Screen Size:** This allows you to select the size of the game window: Normal, Medium or Small. This is to compensate for some televisions that display text beyond the viewable screen boundaries.

- **Return To Main Menu:** Returns you to the Main Menu.

Arcade Controls:
- During game play, the +Control Pad or Control Stick controls the horizontal motion of the user's ship.

- The A, L and R Buttons cause the player's ship to fire.

- To Pause during the game, press START/PAUSE. This will bring up the Pause Options where you have the following choices:

|	
Continue	This will return you to game play.
Quit Game	This will return you to the Galaxian Title Screen.
Volume	Press the +Control Pad or Control Stick right/left to adjust the music and sound effects volume.
Screen Size	This allows you to select the size of the game window: Normal, Medium or Small.
Return To Main Menu	Returns you to the Main Menu.

PAC-ATTACK
™

Pac-Attack is a locked game. To unlock it, you have to score 20,000 points or more in Pac-Man. If you succeed, you'll be able to select Pac-Attack from the Main Menu. Be sure to save your High Scores/Options to a Nintendo GameCube™ Memory Card so it will remain unlocked when you load your High Scores/Options the next time you play.

How to Play the Game: Blocks fall from the top of the play screen. Twist and turn the blocks to line them up from left to right. When you fill up a line of blocks, they vanish. Oh, but nasty ghosts keep popping up to wreck the lines! You have to line them up too. Then your old friend Pac-Man pops in for some ghostly gobbling. Put him in the right place and he'll chomp ghosts 'til there aren't any more or he hits a block.

Normal Mode:
This mode features you, Pac-Man and an occasional Fairy against the ghosts and an endless flock of falling blocks. Choose between Easy, Normal, Hard and Hyper difficulty levels.

- **Sneak Preview:** This box lets you look ahead to see the upcoming cluster containing blocks, ghosts, Fairies and Pac-Man.

- **Fairy Meter:** Each time Pac-Man chomps a ghost, a bit of gold dust goes into the Fairy Meter. When it's filled, a Fairy appears in the Sneak Preview box. When difficulty is set to Easy, the Meter doesn't rise but the Fairy will appear once. When the Fairy appears, press the +Control Pad or Control Stick to move the Fairy. When she stops, she throws a spell that knocks off all the Ghosts below it!

Score: Your score so far.

Level: Your current speed level.

Fairies: You have more help in this game than just a voracious Pac-Man.

Puzzle Mode:
Puzzle Mode is 100 stages of Pac-Attack madness. Complete a stage and you get a Password. The next time you play, the Password lets you continue from a previous game position so you don't have to start all over again. Choose **Password** on the Puzzle Prompt to input a password. In Puzzle Mode, you can turn Pac-Man left/right with the L Button and R Button.

- **Next:** Lets you look ahead to see the upcoming cluster of blocks, ghosts and Pac-Man.

- **Rest:** Keeps track of how many more times Pac-Man will appear in the stage.

- **Stage:** Shows the current Puzzle stage.

- **Password:** Shows the Password for the stage.

Appendix for Puzzle Mode: Appendix lets you play Puzzle Mode with Pac-Man appearing less often, but the clusters are consistent rather than random. To play Appendix, highlight **Puzzle Mode**, hold right on the +Control Pad or Control Stick and press the A Button. The Appendix graphic will appear.

Versus Mode/2 Player Mode:

It's a dueling Pac-Attack chomp-a-thon!
Whoever survives the longest wins the round.
The first player to win three rounds takes the
Chomp Champ Title! If Pac-Man eats more
than five ghosts, some of them run over to
haunt the opponent's side. Each player can select a different speed level.

Rounds Won: The filled-in circles show the rounds won for each player.

How to use the Controller:
Options: Press START/PAUSE.

- **Continue:** This will return you to
  game play.
- **Settings:** This screen allows you to
  change the following settings:
  Volume - Press the +Control Pad
  or Control Stick right/left to adjust
  the music and sound effects volume.
  Done - Select this to return to the Options Window.

- **Tips:** This option opens up a list of tips
  for Pac-Attack. You can scroll through by
  pressing the +Control Pad or Control
  Stick right/left. This option can be exited
  by pressing the B Button at any time or
  by highlighting Done and pressing the
  A Button.

- **Screen Size:** This allows you to select the size of the game window:
  Normal, Medium or Small. This is to compensate for some televisions
  that display text beyond the viewable screen boundaries.

- **Return To Main Menu:** Returns you to the Main Menu.

Arcade Controls:

- During game play, press the +Control Pad or Control Stick left/right
  to slide the block clusters left and right.
- Press the +Control Pad or Control Stick down to slide block clusters
  down quickly.
- The A Button rotates block clusters clockwise.
- The B Button rotates block clusters counter-clockwise.
- The L and R Buttons make Pac-Man face left/right in Puzzle Mode.
- To Pause during the game, press START/PAUSE. This will bring up
  the Pause Options where you have the following choices:

Continue	This will return you to game play.
Quit Game	This will return you to the Pac-Attack Title Screen.
Volume	Press the +Control Pad or Control Stick right/left to adjust the music and sound effects volume.
Screen Size	This allows you to select the size of the game window: Normal, Medium or Small.
Return To Main Menu . . .	Returns you to the Main Menu.
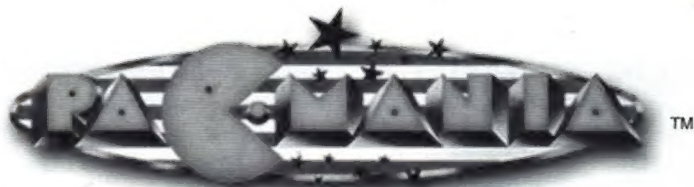
Pac-Mania is a locked game. To unlock it, you have to score 15,000 points or more in Ms. Pac-Man. If you succeed, you'll be able to select Pac-Mania from the Main Menu. Be sure to save your High Scores/Options to a Nintendo GameCube™ Memory Card so it will remain unlocked when you load your High Scores/Options the next time you play.

How to Play the Game: Move Pac-Man around the maze, avoiding ghosts and eating all the Pac-Dots. Munch all the Pac-Dots and you clear the round. The secret to winning is wise use of jumping and munching the power pellets.

Rules:

- If you touch a ghost, Pac-Man will lose a life.

- The game is over when all lives are lost.

- At 100,000 points Pac-Man receives an extra life. (This value is on the Settings Screen and can be changed with the Bonus Option.)

Power Pellets: Chomp down on a Power Pellet and Pac-Man will have the power to eat ghosts. When a Power Pellet is eaten, the ghosts change to a dark blue color for a short time. The ghosts start flashing before they turn back to their normal color, so watch out! After a ghost has been eaten, its eyes return to the Ghost Home and the ghost is regenerated. The more ghosts Pac-Man eats in succession, the more points they are worth.

Fruit: Fruit appears in each maze. Munch these for bonus points. The more mazes you complete, the more the fruit is worth.

One-Way Areas: Each round has one-way areas where ghosts never come from. Learn the patterns so you can find the shortcuts.

How to use the Controller:

Start 1 Player Game: Press the A Button.

Start 2 Player Game: Press the B Button.

Insert Credits: Press the Y Button.

Options: Press START/PAUSE.

- **Continue:** This will return you to game play.

- **Settings:** This screen allows you to change the following settings:

> **Difficulty** - Choose to play the game on: Easy, Normal, Hard or Very Hard.
>
> **Lives** - Choose to start with 1, 2, 3, 4 or 5 lives.
>
> **Bonus** - Set the point value that must be reached to earn an extra life.
>
> 1. 50,000 points
>
> 2. 100,000 points
>
> 3. 150,000 points
>
> 4. None
>
> **Game End** - Sets when the game should end: 23rd Round, 11th Round or Endless.
>
> **Play Mode** - Sets the game to Continue, Select or Retry 1st.
>
> **Volume** - Press the +Control Pad or Control Stick right/left to adjust the music and sound effects volume.
>
> **Done** - Select this to return to the Options Window.

- **Tips:** This option opens up a list of tips for Pac-Mania. You can scroll through by pressing the +Control Pad or Control Stick right/left. This option can be exited by pressing the B Button at any time or by highlighting Done and pressing the A Button.

- **Screen Size:** This allows you to select the size of the game window: Normal, Medium or Small. This is to compensate for some televisions that display text beyond the viewable screen boundaries.

- **Return To Main Menu:** Returns you to the Main Menu.

Arcade Controls:

- During game play, the +Control Pad or Control Stick controls the movements of Pac-Man.

- The A, L and R Buttons cause Pac-Man to jump. He can jump over ghosts, but be careful - there are ghosts out there that can jump too!

- To Pause during the game, press START/PAUSE. This will bring up the Pause Options where you have the following choices:

  Continue . . . . .This will return you to game play.

  Quit Game . . . . This will return you to the Pac-Mania Title Screen.

  Volume . . . . Press the +Control Pad or Control Stick right/left to adjust the music and sound effects volume.

  Screen Size . . . . .This allows you to select the size of the game window: Normal, Medium or Small.

  Return To Main Menu . . .Returns you to the Main Menu.

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Notes

Notes